

EVENT DESCRIPTION SHEET

(To be filled in and uploaded as deliverable in the Portal Grant Management System, at the due date foreseen in the system.)

 Please provide one sheet per event (one event = one workpackage = one lump sum.)

PROJECT	
Participant:	[No 1] - [Institute of Research and Training on European Affairs] ([I.R.T.E.A.])
PIC number:	[936877605]
Project name and acronym:	[Digital Civic Participation v2.0] — [D.C.P v2.0]

EVENT DESCRIPTION			
Event number:	[WP12]		
Event name:	Young people Hackathon		
Type:	Workshop		
In situ/online:	In situ		
Location:	Greece, Athens – Triaena Business Center Mesogeion Avenue 15		
Date(s):	22/06/2023 23/06/2023		
Website(s) (if any):	http://www.irtea.gr/?p=5643&lang=en		
Participants			
Female:	32		
Male:	28		
Non-binary:	0		
From country 1 [Greece]:	44		
From country 2 [Lithuania]:	3		
From country 3 [Poland]:	3		
From country 4 [Italy]:	3		
From country 4 [Romania]:	3		
Total number of participants:	56	From total number of countries:	5
Description			
Provide a short description of the event and its activities.			

This activity is a result of a process that began about a month before its implementation.

The consortium agreed on a strategic plan to promote the activity and maximize the impact of the project. For that reason on 29th of May 2023 after a partners meeting the partners agreed on the launch of an online campaign through mainly social media in order to involve the network of partners in highlighting the already existing digital tools.

This campaign lasted around 3 weeks and involved 369 participants who vote for the tools that they believe can be implemented on the European Level.

The 3 tools that got the most votes were the topic of work on the days of the Young People Hackathon.

- Com On City- Romania
- VR Application- Greece
- Youth Thematic Years -Romania

The first day of the Event included mainly speeches from experts, discussion panels, and presentations of the Partner Countries' tools.

And on the second day, the participants worked on how the 3 chosen tools can adapt in order to tackle the specific local needs of the partner countries.

At first interactive team-building activities took place to foster a better team spirit for the two Hackathon Sessions that followed. In these sessions, the participants were divided into three groups, each examining a digital participatory tool: Com' ON City, VR Application, and Youth Thematic Years. In the first session, the participants were tasked with identifying the needs covered by the tool in each partner country, defining the common target audience, and suggesting necessary actions or changes to ensure the tool's sustainability over time. In the second session, after completing the first task, the groups conducted a SWOT analysis, considering the tools' implementation in all partner countries. Finally, each group presented the results of the two sessions, which yielded particularly interesting outcomes.

The results of the event will be included in the handbook produced at the end of the D.C.P v2.0 project, which encompasses material from the entire implementation process.

HISTORY OF CHANGES		
VERSION	PUBLICATION DATE	CHANGE
1.0	01.04.2022	Initial version (new MFF).